

**What
you get**

The Microsoft Adventure software package for your IBM Personal Computer includes:

- Program Diskette
- Users' Instruction Booklet

System requirements: Adventure runs on an IBM Personal Computer with a single diskette drive and 32K of user memory. For display purposes, you have the option of using the IBM Monochrome Display, a standard monitor, or your own TV set with an RF modulator.



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MICROSOFT
Adventure

*IBM
Personal
Computer*

A fun-filled,
action-packed
computer game

Entertainment
Series
Program
Package

IBM

Treasure and magic

Imagine a journey through a labyrinth of mysterious caves.

Imagine what would happen if you were on that journey and you met up with giant green snakes...rumbling volcanoes...fuming sulfur lakes...pesky trolls...and other nightmarish monsters.

Imagine that, and many more surprises, and you have the fantasy/logic software game Microsoft Adventure.

Playing Adventure, you gain undreamed of treasures. Practice the secret arts of magic. Risk danger and defend yourself at every turn.

If nothing else, Adventure is fun and exciting. And you can enjoy it all today with your IBM Personal Computer.



Hunt "Colossal Cave"

Adventure turns the IBM Personal Computer into your companion and guide. You can ask simple questions and type simple commands on the keyboard, which the program will understand and execute.

With Adventure, your personal computer joins you in a hazardous search for fifteen treasures. You hunt throughout the depths of "Colossal Cave," fraught with all kinds of pitfalls, puzzles, perils and adversaries.

When the game starts, you find yourself in a lush forest beside a small building. By entering various commands and questions on the IBM Personal Computer, you explore the area, find the entrance to the cave and discover how to enter it. Once you enter the Colossal Cave, you must learn to rely on your skill and intuition.

Be a "Grand Master"

Adventure is a challenge to both beginners and experienced players alike. The deeper one goes into the cave, the more sophisticated the level of play becomes. At the end of each game, your performance is rated according to one of the nine categories...from "rank amateur" to "seasoned adventurer" to "Grand Master."

As you prove yourself sufficiently skilled, more sections of the cave, with greater treasures and correspondingly greater hazards and puzzles, become open to you. Because the cave is inhabited with living and "thinking" opponents, each Adventure session will be totally unique.

Enter the "Repository"

The ultimate goal of Adventure is to exhibit a mastery of play that will gain you entrance into the "Adventure Repository." Here, you'll have a shot at the Grand Master game.

But watch out. Be careful. Only would-be Grand Masters with finely tuned Adventure magic, skills and experience can survive the final tests.

Since advanced players can survive in Colossal Cave for hours, Adventure allows you to stop the action in the cave. You can use your IBM Personal Computer for other things, and yet return days or weeks later and continue your Adventure journey.